Video Title Shop

A Computer + VCR Utility

OUR SUMMER VACATION

CARIBBEAN CAPERS

OUR ANNIVERSARY
JAMIE'S 1st BIRTHDAY
THANKSGIVING
TRIP TO VERMONT
NEW YEARS EVE
LAS VEGAS

VHS :1030

Datasoft®

FOR ATARI® HOME COMPUTERS

Video Title Shop

Video Titler Designed and Programmed By
John Butrovich

Atari Translation By
John Butrovich and Tom McWilliams

Technical Assistance By
Dan Pinal

Graphics Companion I Canvases By
Bonita Long-Hemsath and Steve Hofmann

Instruction Manual Illustrated By
Thomas J. Clement and Bonita Long-Hemsath

Instuction Manual Edited By
Thomas J. Clement

Instruction Manual Written and Designed By
Kathi B. Tremblay

TABLE OF CONTENTS

INTRODUCTION

Requirements
- Atari® Home Computer (64k)
- Compatible disk drive
- TV or Monitor
- Joystick
- Blank, formatted, single-density disks
- VCR
- Videotape

The Video Title Shop Package
Video Title Shop features six elements:

1) **Video Titler,** a utility that lets you use a computer, VCR, and TV or Monitor together to create Sequences and Effects;

2) **MicroPainter Plus,** a graphics utility program that lets you create artwork to use with Video Titler;

3) **Graphics Companion I,** two data disks containing 30 Canvases (including five Borders) that you can import directly into Video Titler or enhance first in MicroPainter Plus;

4) **Video Titler Instruction Manual,** the book you hold in your hands that gives you directions for using Video Title Shop and Graphics Companion I;

5) **MicroPainter Plus Instruction Manual,** a smaller book that gives you directions for using MicroPainter Plus;

6) **Quick-Reference List,** a brief document that shows the commands you use to make Video Titler and MicroPainter Plus work. Once you're familiar with the program, this list is handy to help you remember which commands produce what results.

Formatting Disks
Use Atari DOS to format your data disks, **single-density,** *before* you load the VTS program.

Note: DO NOT notch, format, or save files on your Video Title Shop disks!

Back-Up Copies Of Video Title Shop
Use Atari DOS or any Atari copy program to make backup copies of the Video Title Shop disks.

I

Definitions

Refer to these definitions whenever you run across an unfamiliar term.

Blank Canvas A blank background in the color of your choice.

Blank Sequence A single blank Page for creating a new Sequence.

Canvas A solid-colored or graphics background.

Color A combination of Hue and Luminance.

Cycle An Effect that makes the Screen appear to flash off and on.

Default The settings (Hue, Effect, Pen, Font, Factor, etc.) the program automatically uses unless you give it other instructions.

Effect The result of certain commands issued on a Page. VTS Effects are: Timed Page, Manual Advance, Fade, Paint by Letter, Paint by Brush, Fizzle, Wipe, Scroll, and Cycle.

Factor The speed at which an Effect happens on a Page. The Effects that use Factors are Paint by Brush, Paint by Letter, and Wipe.

Fade An Effect that slowly darkens one Page until the next Page appears.

File Names Names of the files on a disk. File names can be up to eight characters in length. You must give file names to Sequences and Canvases, but Fonts already have names. Files saved with Video Titler are automatically given three-letter extenders to identify the type of file saved. SEQ is the extender for Sequence files; PIC is the extender for Canvas files.

Fizzle An Effect where one Page breaks up to reveal the next one.

Fonts Alphanumeric characters (a,b,c...1,2,3, etc.). There are two Font styles on the Video Titler disk: **PLAIN** and *FANCY*. These styles are available in a variety of sizes ranging from 4x8 through 16x8.

Hue The color of a Pen. The 16 colors available on the Atari are:

0-Gray	4-Pink	8-Blue2	12-Green
1-Lt Orange	5-Purple	9-Lt Blue	13-Yellow Green
2-Orange	6-Violet	10-Turquoise	14-Orange Green
3-Red Orange	7-Blue	11-Green Blue	15-Peach

2

The colors that appear on your Screen depend on the Luminance you assign them and your particular computer and monitor or TV.

Information Bar The strip across the top of the Screen that displays which Page you're on, what Font you're using, etc. This strip is used when you're making selections for creating Effects, making changes to Objects, or just looking at a Page to see what makes it work.

```
COMMAND  MODE                    PAGE = 001
   PEN = 4          CENTER   A4X8          F00
```

In this Example, **COMMAND MODE** simply means you can enter commands. **PAGE = 001** shows which Page you're on. The current Object information is in the lower half of the Info Bar: **PEN = 4** shows that you're typing with Pen 4; **CENTER** shows that the text will be centered in the Object; And **A4X8** shows what Font you're currently typing in (several other Fonts are available).

Justify A command that lets you center the text in an Object or align it to the left or right.

Loop A command that causes a Sequence to play over and over.

Luminance The intensity of a Hue. There are 8 Luminance settings (0–7); using these can significantly alter the way a color appears on your Screen.

Manual Advance An Effect that causes the Page to wait for a keypress before disappearing.

Object The area on a Page where text is typed. Video Titler automatically creates an Object whenever you start a new Page. Since at least one character or space is needed for an Object, an * is inserted each time a new Object is created. The Current Object (the one you're *currently* working with) is outlined with a box ([_]).

If you delete the only Object on a Page, a new Object instantly takes its place. If you want a blank Object, delete the * (**BACKSPACE**), then type a space (press the **SPACEBAR**).

An Object can have only one Font and one color. If the text you're devising needs several Fonts and colors, you'll need several Objects.

Page The work area where Effects are created.

3

Paint by Brush An Effect that smoothly paints text onto the Page.

Paint by Letter An Effect that pops letters, one-by-one, onto the Page.

Pause A setting that lets you control how long the Page waits before going to the next Page after an Effect happens. The Effects that let you control the Pause are Fade, Fizzle, Paint by Brush, Paint by Letter, Wipe, and Scroll.

Pen An element in the program that lets you select the colors you want to use for text and background on a Page. There are four Pens on each Page. Pen 1 is the default background Pen on a blank Canvas and the default for the first Object on a Page is Pen 4. Each Pen can be given a different Hue and Luminance. The default colors for a Blank Sequence are:

Pen 1 = Gray, Luminance 0	Pen 3 = Blue, Luminance 4
Pen 2 = Red Orange, Luminance 3	Pen 4 = Gray, Luminance 7

Screen The area of a Page that you can see on your TV or monitor.

Sequence A series of Pages and Effects chained together.

Timed Page An Effect that sets how long a Page stays visible before automatically going to the next Page.

Wipe An Effect that makes one Page appear to "tear" away from another Page.

Using the Keyboard and the Joystick

Video Titler is command driven. This means you use the computer's keyboard to tell the program what to do. On the left side of your Atari keyboard is a CONTROL key. Most Video Titler commands require you to hold down the CONTROL key while pressing another key. For example, if the command is **CTRL L**, press CONTROL while typing L.

Many commands have selections that show up in the Information Bar. Cycle through these selections by moving the Joystick up and down or by holding down CONTROL and pressing the up or down arrow keys (**CTRL** ⬆ or **CTRL** ⬇ – these are the Cursor keys). When you see the selection you want, press **RETURN** or the **Joystick Fire Button**.

4

RETURN (or the **Joystick Fire Button**) is what you press to accept any command in Video Titler. If you ever get stuck and can't progress any further, you probably forgot to press **RETURN**.

ESC is the key you press to cancel a command or exit the current mode.

Loading Video Titler

1. Turn off the computer and connect a Joystick. Turn on the Monitor or TV and disk drive.
2. Insert Video Titler into the drive, label side up, close the door, and turn on the computer. The program loads automatically.

The Intro Demonstrations

To give you a little practical help in getting started, we've created the Intro Demos. These are two short Sequences that use many of the Effects available in Video Titler.

After Video Titler has loaded, press **CTRL L**. An Information Bar appears at the top of the screen. Using the Cursor keys (**CTRL** ⬆ or **CTRL** ⬇) or the Joystick, select *Sequence*, then press **RETURN** or the **Fire Button** twice. A file directory appears. Now select *DEMO1* and press **RETURN** (*DEMO2* is selected the same way). The Demo loads.

To run the Demo, press **START**. Now grab the kids and the popcorn, and watch!

To stop the Demo at any point, press **ESC** (you may have to hold this key down for a moment until the computer recognizes it, as the Atari doesn't acknowledge the keyboard while it's reading the disk drive).

Step through each Page, after the Demo has finished playing (use the Plus + and Minus − keys), and study the Information Bar to see how each Demo Effect was set up.

5

CREATING SEQUENCES

In this chapter, we give you step-by-step instructions for creating Sequences using all of Video Titler's features. All commands and Effects are explained as we go.

Note: Before you start, be sure you have a blank, formatted disk ready to save your work on!

The ⬇, ⬆, ⬅, and ➡ symbols show you when to use the Cursor keys to make selections (use the CONTROL key with these keys to make them work). You can use the Joystick anywhere the Cursor keys are required; the **Fire Button** can be pressed anytime you're instructed to press **RETURN**.

Note: In the following instructions, commas (,) are not keystrokes; they're used to separate commands.

Sequence 1

When you finish the following instructions, you'll have a Sequence that's four Pages long and includes three Effects: Scroll, Paint by Letter, and Cycle.

Page One

Load a Blank Sequence Press **CTRL L** then ⬇ or ⬆ until you see *Blank Sequence* in the Information Bar. **RETURN, RETURN.** This clears the computer's memory and loads a single blank Page for you to start a fresh Sequence.

Load a Blank Canvas Press **CTRL L,** then ⬇ or ⬆ until you see *Blank Canvas* in the Information Bar. **RETURN, RETURN.** This loads a Blank Canvas and gives you a Black background.

Pen Color Press **CTRL H, RETURN,** then ⬇ or ⬆ until you see *12-Green*. Then ⬅ or ➡ until you see *Luminance: 3*. **RETURN.** This changes the Canvas color to Green.

Edit an Object Press **CTRL E** and type: **THIS PROGRAM IS**, press **RETURN** and type: **VERY EASY TO USE**, and press **ESC**.

Change Font Press **CTRL F**, then 🔽 or 🔼 until you see *From Disk*. Press **RETURN, RETURN**. Press 🔽 or 🔼 until you see *A8x8*, then **RETURN, RETURN** to switch to a larger font.

Edit an Object Press **CTRL E** and 🔁 to get to the end of the text. Now press **BACKSPACE** to remove the * and press **ESC**.
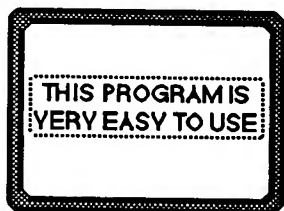
```
┌─────────────────────────┐
│                         │
│   THIS PROGRAM IS       │
│   VERY EASY TO USE      │
│                         │
└─────────────────────────┘
```

New Page Press **CTRL P.** This copies the Canvas from the Current Page onto a brand new Page.

Page Two

Change Font Press **CTRL F**, then 🔽 or 🔼 until you see *A8X8*. Press **RETURN**.

Edit an Object Press **CTRL E** and 🔁. Now press **BACKSPACE** to remove the * and press **RETURN**. Type: **VIDEO TITLER** and press **ESC**.

Pen Color Press **CTRL H**, then 🔽 or 🔼 until you see *Pen 4*. **RETURN**, then 🔽 or 🔼 until you see *5-Purple..* Then ◀ or ▶ until you see *Luminance: 3*. **RETURN**. This makes the Object Purple.

New Object Press **CTRL O.**

Change Font Press **CTRL F**, then 🔽 or 🔼 until you see *A8X8*. Press **RETURN**.

Pen Change Press **CTRL ▰**, then 🔽 or 🔼 until you see *Pen 2*. Press **RETURN**.

Pen Color Press **CTRL H**, then [↓] or [↑] until you see *Pen 2*. Press **RETURN**, then [↓] or [↑] until you see *0-Gray*, then [←] or [→] until you see *Luminance: 7*. **RETURN**. This makes the second Object White.

Edit an Object Press **CTRL E** and [→]. Press **BACKSPACE** to remove the * and press **RETURN**. Type: **VIDEO TITLER** and press **ESC**.

Move an Object Press [↑] twice, **RETURN** (doing this moves the second Object up).

New Page Press **CTRL P**. This copies the Canvas from the Current Page onto a brand new Page.

Page Three

Change Font Press **CTRL F**, then [↓] or [↑] until you see *A8X8*. Press **RETURN**.

Edit an Object Press **CTRL E** and [→]. Press **BACKSPACE** to remove the * and type: **AVAILABLE NOW**. Press **ESC**.

Move an Object Press [↑] 10 times to move the Object up. Press **RETURN**.

New Object Press **CTRL O**.

Move an Object Press [↓] 20 times (to move the new Object down), then press **RETURN**.

Change Font Press **CTRL F**, then [↓] or [↑] until you see *A8X8*. Press **RETURN**.

Edit an Object Press **CTRL E** and [↗]. Now press **BACKSPACE** to remove the * and type: **GRAPHICS COMPANION**. Press **RETURN** and type: **DISK 2**, then press **ESC**.

Adjust Page (create an Effect) Press **CTRL A**, then [↓] or [↑] until you see *Scroll..* **RETURN**. Notice that the default time for the Scroll is 4 seconds. **RETURN**. Notice that the default pause for the Scroll is 1 second. **RETURN**. Now you're instructed to SELECT AND ADJUST STARTING POSITIONS. Use [↑] to move the first Object one space off the top of the Screen. Then press **.** (Period Key) to go to the second Object and use [↓] to move that Object off the bottom of the Screen. Press **RETURN** and the scroll calibrates (you get to see how the Effect looks).

If you think the Scroll is too fast or slow or the pause is too fast or slow, just press **CTRL A** again, press **RETURN**, and use [↓] or [↑] to change these settings. When you're told to SELECT AND ADJUST STARTING POSITIONS, just press RETURN (unless you want to change those, too!).

Go to Page Press **CTRL G**, [↓] or [↑] to select **1**, then **RETURN** to go to Page One.

Page One

Adjust Page (create an Effect) Press **CTRL A**, then [↓] or [↑] until you see *Paint by Letter..* **RETURN**. [↓] or [↑] to change the Factor to 90. **RETURN**. [↓] or [↑] to change the Pause to 1.50 seconds. **RETURN**.

Information Bar OFF Press **CTRL SHIFT ?** to see how your Page looks without the Information Bar.

Play Current Page Press **SELECT** to see how your Effect looks.

Information Bar ON Press **CTRL SHIFT ?** to bring back the Info Bar.

Advance to Next Page Press **+** (plus key) to advance to Page Two.

Replicate (copy) Page Press **CTRL R, RETURN** to copy Page Two. The copy becomes Page Three (and, of course, now Page Three is Page Four). The Current Page is now Page Three.

Page Three

Pen Color Press **CTRL H, RETURN,** then ⬇ or ⬆ until you see *3-Red Orange* Then ⬅ or ➡ until you see **Luminance: 3.** **RETURN.** This changes the Canvas color to a deep Orange.

Adjust Page (create an Effect) Press **CTRL A,** then ⬇ or ⬆ until you see *Cycle.* **RETURN.** ⬇ or ⬆ to change the Count to 40. **RETURN.** ⬇ or ⬆ to change Show Each to 0.10 seconds. **RETURN.** This Effect will Cycle between Pages Four and Three 40 times, showing each Page for .10 seconds.

Back to Previous Page Press ▪ (minus key) twice to go back to Page One.

Page One

Play Entire Sequence Press **START** to play the entire Sequence and see what you've created.

Final Step

Save a Font Press **CTRL S** and ⬇ or ⬆ until you see *Font.* Press **RETURN.** You'll see *A8X8* in the Information Bar (the program automatically selects the current Object's Font to save). Press **RETURN.** You'll see the prompt *INSERT DISK YOU WISH TO SAVE TO INTO DRIVE 1.* If you're only using one disk drive, remove the Video Titler disk from the drive and insert your data disk. Press **RETURN.**

If two disk drives are connected, place your data disk in the second drive and press **D** (the prompt changes to *DRIVE 2).* Press **RETURN.**

Note: If you don't save the Font on the same disk as the Sequence, the program won't be able to find the Font when you play the Sequence.

Save a Sequence Press **CTRL S** and ⬇ or ⬆ until you see *Sequence*. **RETURN**. Type: **TEST1** and press **RETURN**. You'll see the prompt *INSERT DISK YOU WISH TO SAVE TO INTO DRIVE 1*. If you're only using one disk drive, remove the Video Titler disk from the drive and insert your data disk. Press **RETURN**.

If two disk drives are connected, place your data disk in the second drive and press **D** (the prompt changes to *DRIVE 2*). Press **RETURN**.

Sequence 2

In this seven-Page Sequence, you'll learn how to create these Effects: Manual Advance, Wipe, Timed Page, Paint by Brush, and Fizzle.

Note: Be sure you saved **Sequence 1** *before* you start on **Sequence 2**!

<u>Page One</u>

Load a Blank Sequence Press **CTRL L** then ⬇ or ⬆ until you see *Blank Sequence* in the Information Bar. **RETURN, RETURN**. This clears the computer's memory and loads a single blank Page for you to start a fresh Sequence.

Load a Canvas Press **CTRL L**, then ⬇ or ⬆ until you see *Canvas* in the Information Bar. **RETURN**. Insert the **Graphics Companion I** Disk 1, Side 1 into the drive and press **RETURN**. You'll see a list of file names. Use ⬇ or ⬆ to select *Heart*. **RETURN**. Replace the Video Titler disk in the drive.

Change Font Press **CTRL F**, then ⬇ or ⬆ until you see *From Disk*. **RETURN, RETURN**. Press ⬇ or ⬆ until you see *A8x24*, then **RETURN, RETURN** to switch to a larger font.

Lower Case Text Press the **CAPS** key once. This lets you type in lower case letters. For capital letters at the beginnings of words, hold down the **SHIFT** key while typing the letter (just like you do on a typewriter).

Edit an Object Press **CTRL E** and type: **I Love My**, press **RETURN** and type: **Video**, press **RETURN**, type: **Title**, press **RETURN**, type: **Shop**. Press ⬆ then **BACKSPACE** to remove the *. Press **ESC**.

Move an Object Use ⬅, ⬆,➡, and ⬇ to position the Object in the Heart (see illustration). **RETURN.**

```
          I Love My
           Video
           Title
           Shop
```

Save a Page Press **CTRL S**, then ⬇ or ⬆ until you see *Page*. Press **RETURN.** You'll see the prompt *SAVE AS HEART? (Y/N)*. Type **Y** to use HEART as the file name.

You'll see the prompt *INSERT DISK YOU WISH TO SAVE TO INTO DRIVE 1*. If you're only using one disk drive, remove the Graphics Companion disk from the drive and insert your data disk. Press **RETURN.**

If two disk drives are connected, place your data disk in the second drive and press **D** (the prompt changes to *DRIVE 2*). Press **RETURN.**

This saves everything on the Page (including the Object) as a Canvas (a picture file). When you reload this file in Video Titler, you can't edit the *I Love My Video Title Shop* text, since it's now part of the Canvas.

Delete an Object Press **CTRL X** to get rid of the Object you just created.

Load a Canvas Press **CTRL L**, then ⬇ or ⬆ until you see *Canvas* in the Information Bar. **RETURN.** Now, insert your data disk into the drive and press **RETURN.** You'll see a list of file names. Use ⬇ or ⬆ to select *Heart*. **RETURN.** Notice that the text is no longer an Object, but is part of the Canvas.

Adjust Page (create an Effect) Press **CTRL A**, then ⬇ or ⬆ until you see *Manual*. Press **RETURN.**

New Page Press **CTRL P**. This copies the Canvas from the Current Page onto a brand new Page.

Page Two

Load a Blank Canvas Press **CTRL L**, then ⬇ or ⬆ until you see *Blank Canvas* in the Information Bar. **RETURN, RETURN**. This loads a Blank Canvas and gives you a Black background.

Pen Color Press **CTRL H, RETURN**, then ⬇ or ⬆ until you see *4-Pink* Then ⬅ or ➡ until you see *Luminance: 3*. **RETURN**. This changes the Canvas color to a sort of hot Pink. Make sure the Video Titler disk is in the drive.

Change Font Press **CTRL F**, then ⬇ or ⬆ until you see *From Disk*. Press **RETURN, RETURN**. Press ⬇ or ⬆ until you see *A8X16*, then **RETURN, RETURN**.

Save a Font Press **CTRL S** and ⬇ or ⬆ until you see *Font*. Press **RETURN**. You'll see *A8X16* (the program automatically selects the current Object's Font to save). Press **RETURN**. You'll see the prompt *INSERT DISK YOU WISH TO SAVE TO INTO DRIVE 1*. If you only have one drive, make sure your data disk is in it. Press **RETURN**.

If two disk drives are connected, place your data disk in the second drive and press **D** (the prompt changes to *DRIVE 2*). Press **RETURN**.

Note: If you don't save the Font on the same disk as the Sequence, the program won't be able to find the Font when you play the Sequence.

Edit an Object Press **CTRL E** and ➡ to get to the end of the text. Now press **BACKSPACE** to remove the * and type: **A Short**, press **RETURN**, type: **Pause**, press **RETURN**, type: **and**, press **RETURN**, type: **Then . . .** and press **ESC**.

Justify Text Press **CTRL J**, then ⬇ or ⬆ until you see *Left*. **RETURN**. This aligns the text in the left side of the Object.

Adjust Page (create an Effect) Press **CTRL A**, then ⬇ or ⬆ until you see *Timed*. **RETURN**. Use ⬇ or ⬆ to select 2.00 seconds. This sets how long the Page will remain on the Screen before going on to Page Three. **RETURN**.

13

New Page Press **CTRL P**. This copies the Canvas from the Current Page onto a brand new Page.

Page Three

Change Font Press **CTRL F**, then ⬇ or ⬆ until you see *A8X16*. Press **RETURN**.

Edit an Object Press **CTRL E** and ▷ to get to the end of the text.
Now press **BACKSPACE** to remove the * and type: **Wipe**, press **RETURN**; type: **On**, press **RETURN**; type: **Another**, press **RETURN**; type: **Page!** and press **ESC**.

Justify Text Press **CTRL J**, then type **R**. Press **RETURN**. This aligns the text in the right side of the Object.

Adjust Page (create an Effect) Press **CTRL A**, then ⬇ or ⬆ until you see *Wipe*. **RETURN**. Use ⬇ or ⬆ to select *Wipe from the left* and press RETURN. Use ⬇ or ⬆ to select a Factor of 15, **RETURN**, then ⬇ or ⬆ to change the Pause to .90 seconds. **RETURN**.

New Page Press **CTRL P**. This copies the Canvas from the Current Page onto a brand new Page.

Page Four

Pen Color Press **CTRL H, RETURN**, then ⬇ or ⬆ until you see *3-Red Orange*. Then ◁ or ▷ until you see *Luminance: 1*. **RETURN**. This changes the Canvas color to Red.

Upper Case Text Press the **SHIFT** key and the **CAPS** key together. This locks in capitals and lets you type in upper case letters.

Edit an Object Press **CTRL E** and ▷ to get to the end of the text.
Now press **BACKSPACE** to remove the * and type: **THIS IS FUN!** Press **ESC**.

Change Font Press **CTRL F**, then ⬇ or ⬆ until you see *A8X16*. Press **RETURN**.

14

Adjust Page (create an Effect) Press **CTRL A**, then ⬇ or ⬆ until you see *Paint by Brush*. **RETURN**. Use ⬇ or ⬆ to change the Factor to 90. **RETURN**. Use ⬇ or ⬆ to change the Pause to 2.00. **RETURN**.

Pen Color Press **CTRL H**, then ⬇ or ⬆ until you see *Pen 3*. **RETURN**. Press ⬇ or ⬆ until you see *12-Green*.. Press ◀ or ▶ until you see *Luminance: 3*. **RETURN**. This is in preparation for the Fizzle Effect you'll create on Page Five.

Replicate (copy) Page Press **CTRL R**. **RETURN**. This copies Page Four onto a new Page.

Page Five

Pen Change Press **CTRL ◼**, then ⬇ or ⬆ until you see *Pen 3*. **RETURN**. Now your text is in Pen 3. Since the text on Page Five is in the same spot on the Screen as on Page Four, the only way you can see the Fizzle Effect you're creating is if the text Pen is different for each Page. Notice that Pen 3 is the same color and luminance on Page Five that it is on Page Four (necessary if you're going to see this Fizzle Effect).

Adjust Page (create an Effect) Press **CTRL A**, then ⬇ or ⬆ until you see *Fizzle*. **RETURN**. Use ⬇ or ⬆ to change the Pause to 2.00. **RETURN**.

Play Current Page Press **SELECT** to see your Fizzle.

New Page Press **CTRL P**. This copies the Canvas from the Current Page onto a brand new Page. Make sure the Video Titler disk is in the drive.

Page Six

Change Font Press **CTRL F**, then ⬇ or ⬆ until you see *From Disk*. **RETURN, RETURN**. Press ⬇ or ⬆ until you see *A8X24*, then **RETURN, RETURN** to switch to a larger font.

Save a Font Press **CTRL S** and [↓] or [↑] until you see *Font*. Press
RETURN. You'll see *A8X24* (the program automatically selects the
current Object's Font to save). Press **RETURN**. You'll see the prompt
INSERT DISK YOU WISH TO SAVE TO INTO DRIVE 1. If you only
have one drive, make sure your data disk is in it. Press **RETURN**.

If two disk drives are connected, place your data disk in the second
drive and press **D** (the prompt changes to *DRIVE 2*). Press **RETURN**.

Note: If you don't save the Font on the same disk as the Sequence, the
program won't be able to find the Font when you play the Sequence.

Edit an Object Press **CTRL E** and [→] to get to the end of the text.
Now press **BACKSPACE** to remove the *, type: **THE END** and
press **ESC**.

Justify Text Press **CTRL J**, then [↓] or [↑] until you see *Center*.
RETURN. This centers the text in the Object.

Adjust Page (create an Effect) Press **CTRL A**, then [↓] or [↑] until
you see *Fade*. **RETURN**. Use [↓] or [↑] to select a Pause of 2.00
seconds. **RETURN**.

New Page Press **CTRL P**. This copies the Canvas from the Current
Page onto a brand new Page.

<u>**Page Seven**</u>

Pen Color Press **CTRL H**, then [↓] or [↑] until you see *Pen 4*.
RETURN. Press [↓] or [↑] until you see *3- Red Orange*. Then [←]
or [→] until you see *Luminance: 1*. **RETURN**. This changes the
Object color to Red (the same color as the Canvas).

Play Entire Sequence Press **START** to see the Sequence you just created.
Page One has a Manual Advance, so you must press a key (SPACE-
BAR works fine) to make the Sequence move past that Page.

Final Step

Save a Sequence Press **CTRL S** and ⬇ or ⬆ until you see *Sequence*. Press **RETURN**. Type: **TEST2** and press **RETURN**. You'll see the prompt *INSERT DISK YOU WISH TO SAVE TO INTO DRIVE 1*. If you're only using one disk drive, make sure your data disk is in it. Press **RETURN**.

If two disk drives are connected, place your data disk in the second drive and press **D** (the prompt changes to *DRIVE 2*). Press **RETURN**.

Experimenting With Your Sequences
Now that you're familiar (and, hopefully, comfortable) with the way Video Titler works, you're ready to do a little experimenting of your own. Below are a few "starter" experiments that include some simple commands you haven't been exposed to yet.

Load a Sequence Press **CTRL L** and ⬇ or ⬆ until you see *Sequence*. Press **RETURN**. Insert your data disk into the drive (if you have two drives connected, be sure your data disk is in Drive 2, then press **D** to change the prompt to *DRIVE 2*). Use ⬇ or ⬆ to select *TEST1* and press **RETURN**. The first Sequence you created loads.

Loop a Sequence Press **OPTION** to play the Sequence over and over.

Cancel a Sequence After the Sequence has played a couple of times, press **ESC** to stop it.

Go To Page Press **CTRL G**, ⬇ or ⬆ to select **3**, then **RETURN**, to go to Page Three.

Replicate (copy) Page Press **CTRL R**, then ⬇ or ⬆ to select **2**. Press **RETURN**. This copies Page Two onto a new Page, right after Page Three. This new Page is now Page Three, Page Three becomes Page Four, etc.

Move Object Press ⬇ or ⬆ until you can see that both Objects are clearly separated. **RETURN**.

17

Copy Object Press **CTRL C**. This copies the current Object to the computer's memory.

Paste Object Press **CTRL V**. This pastes the Object you just copied onto the Page. If you press **CTRL V** again, another copy of the Object will be pasted on the Page. The copied Object stays in the computer's memory until you copy something else, exit this Sequence, or turn off the computer.

Advance to Next or Go to Previous Object Press . (period key) and , (comma key) to go back and forth between the Objects on the Page. When you select an Object, you can Edit it, change its color or Pen, move it around the Page, change its Font, copy it, or delete it.

Adjust Page (create an Effect) Press **CTRL A**, then ⬇ or ⬆ until you see *Wipe*. Press **RETURN**. Oops! You don't really want to create a Wipe Effect, so press **BACKSPACE**; this backs you up to the Effect selection. Now use ⬇ or ⬆ until you see *Fade*. Press **RETURN**. Use ⬇ or ⬆ to select a Pause of 3.00 seconds. Now you realize you don't want to create a new Effect at all. Press **ESC**.

Pen Change Press **CTRL L**, then **CTRL** ⬆ or **CTRL** ⬇ to select *Blank Canvas*. Press **RETURN**. Now press **CTRL** ⬆ or **CTRL** ⬇ until you see *3*. Press **RETURN**. This changes the background Pen from Pen 1 to Pen 3.

Delete Page Press **CTRL D** to get rid of the entire Page, and you're back to your original Sequence.

Note: When you delete a Page, it's gone; it is not copied to the computer's memory!

Experiment around all you want to with your saved Sequences (and with the Intro Demos). As long as you don't save the changes you make, you'll still have the originals intact.

Some Helpful Information

Now that you're familiar with Video Titler's capabilities, you can create practically anything. Your only limitations are the length of a videotape and your own imagination!

Scrolls   If a scroll looks too "jerky", there are several ways to help smooth this out:

1) increase the Factor;
2) make the Font smaller;
3) insert one or two carriage returns between each scrolling line;
4) cut the text length;
5) give the Objects a shorter distance to travel.

Lots of Objects, close together, take more time to Scroll smoothly than fewer Objects, spread out. If you want a less smooth effect, do the opposite of 1-5 above.

Note: If a Sequence features Fonts or Canvases loaded from the disk, there's a delay between Pages while the program accesses the disk to load these items.

SETTING UP YOUR EQUIPMENT

If you know how to connect your Atari to your VCR, skip this section.

To tape Video Titler sequences on your VCR, you need to connect your Atari to your VCR and your VCR to a television or monitor. We assume you already have your VCR connected to a TV or monitor as instructed in your VCR owner's manual.

Before making your connections, make sure all units are OFF and unplugged! Once the connections are made, plug your machines back in and turn them on. Never connect your computer, VCR, or TV/Monitor in a way which is forbidden in the owner's manuals.

There are three ways to connect your Atari to your VCR. Method 1 uses equipment you probably already have on hand. Method 2 is simpler, but requires an adaptor you'll probably have to purchase. Method 3 may produce a better picture, but it requires a cable that didn't come with your Atari.

Method 1

When you bought your Atari computer you also got a switchbox that you could use to connect the computer to your television. The end of this connector that attaches to your TV is probably a 300ohm (Ω) antenna wire. The VHF IN on most VCRs is a threaded male connector for a 75Ω coaxial cable, so you may need a 300Ω to 75Ω adaptor (this comes with many VCRs).
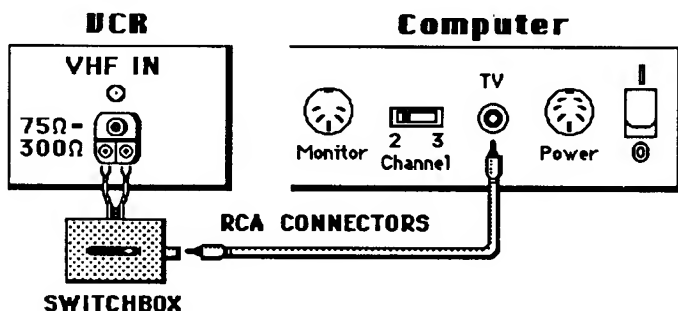
Connect the VCR to the switchbox, then use a video cable with RCA male connectors on both ends to connect the switchbox to the computer. Set the TV/Computer switch on the switchbox to Computer (to see your recording playback, set the switch to TV).

Method 2

You can eliminate the switchbox/300Ω-to-75Ω adaptor combination altogether and use a 75Ω-to-RCA-female adaptor with the same video cable as in the above example to make the VCR-to-Atari connection.
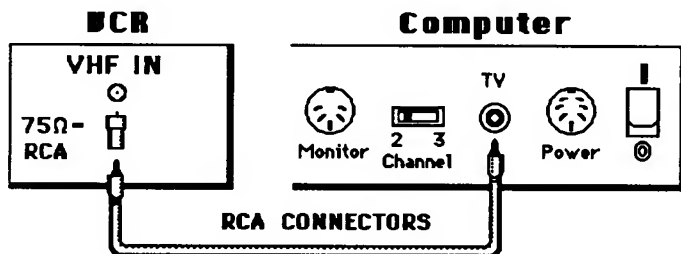
Method 3

You need an Atari *color* monitor cable (see your Atari support dealer) for this method. This cable has a 5-pin DIN connector on one end and two RCA male jacks on the other (one jack for video, one for audio; it helps if they're labeled).
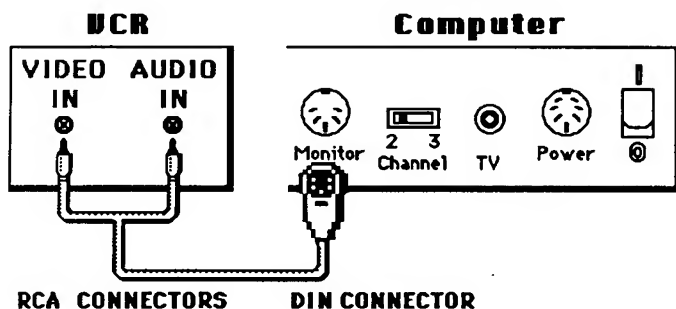
Connect the 5-pin plug to your Atari. Connect the video jack to the VIDEO IN connector on the VCR (you can connect the audio jack to the AUDIO IN on the VCR, but you don't need it for VTS). If the jack and the connector don't match, you'll need an adaptor.

Set the VCR switch labeled TUNER–LINE IN to LINE IN. This tells your VCR to tape what is received from the VIDEO IN jack instead of from a tuned TV station.

Setting Switches (All Methods)

Set the VCR switch labeled TV–VCR to VCR. This displays the picture your VCR will record (some VCRs have to be set to Record or Playback in order to display a picture to a monitor).

Your computer can send its picture to Channel 2 or 3, so set the Channel switch on the computer to whichever is the unused TV Channel in your area. Tune your VCR to this Channel.

Note: Many older VCRs that use push-button tuning may not be pretuned to unused Channels. If you record "snow" or a random television station instead of a Video Title Shop picture, refer to your VCR owner's manual to tune the Channel to your Atari's video output.

Plugs and Adaptors

The most commonly used plugs and adaptors for audio and video equipment are RCA (yes, named after the company) and Mini (no, not named after the mouse).

If you're stuck with two cables that won't connect because they're both male, you need an adaptor (female-to-female, in that case); if you have a cable that ends in a Mini plug, but has to connect into an RCA jack, you need an adaptor (a Mini female-to-RCA male is the answer here); and so on.

If you're still baffled, your local electronics, stereo, or computer store will undoubtedly have your adaptor answer. When telling the clerk what you're trying to do, it's a good idea to take the cables that won't fit together with you (you can't bring the jacks, of course, since they're part of the computer, VCR, TV/Monitor hardware). Bring your equipment manuals and this manual, too.

You've designed a most awesome Sequence, hooked up all the hardware components, and are ready to commit your brilliance to tape.

If a Sequence features Fonts or Canvases that must be loaded from the disk, there's a delay between Pages while the program loads these items. Since VCRs have PAUSE, REWIND, and RECORD buttons, you can edit out these delays on your tape.

Recording is easy. However, there are options for putting Sequences to tape and we'll cover the most common below.

Pre-Planned Taping

Pre-planning requires that you know what you're going to tape *before* taping it. Some occasions such as weddings, birthdays, and vacations rarely catch us off guard. So we can design our breath-taking Sequence weeks before the Live event. Talk about preparation!

Here are three ways of handling pre-planned taping. These methods assume that you only want to use a Sequence at the beginning of your videotaped production. Of course, you can always add another Sequence at the end of your tape, if there's room.
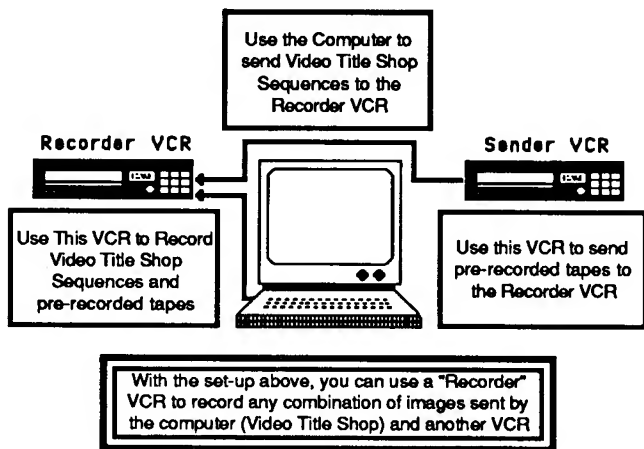
1) Set the VCR counter to 000, then record your Video Titler Sequence.

2) Set the VCR counter to 000, then *play* the tape while the Sequence is running. You won't actually be recording the Sequence this way, but you'll be leaving a blank leader that the Sequence can fit into later (this is a good method if you think something in the main event may require you to change some elements in your introductory Sequence).

3) If you don't have a Sequence prepared but know you want to spend a specified time on one, say 30 seconds, set the VCR counter to 000 and let the tape run to create a blank leader 30 seconds long. You might add a little extra time, too, just to make sure.

When it's time for the main event, load the prepared tape into your video camera. *Don't* rewind the tape first; you'll record over the prepared part of the tape if you do.

Un-Planned Taping

If you didn't pre-plan a Sequence, or if you want to add Sequences to old video tapes, you need a second VCR. One VCR is used to play the existing tapes; the second can record these tapes in any order.

When you have two VCRs, one acts as the Recorder (yup, it only records) while the other is the Sender (it plays videos that the Recorder can tape).

Use the Computer to send Video Title Shop Sequences to the Recorder VCR

Recorder VCR

Sender VCR

Use This VCR to Record Video Title Shop Sequences and pre-recorded tapes

Use this VCR to send pre-recorded tapes to the Recorder VCR

With the set-up above, you can use a "Recorder" VCR to record any combination of images sent by the computer (Video Title Shop) and another VCR.

1) Set the Recorder VCR to RECORD. Let a little blank tape run, then PAUSE the machine (it's still on RECORD). Now, start your Video Title Shop Sequence (press **START** on the computer). The moment you see the first Page of the Sequence, release PAUSE and the Sequence is recorded. When the Sequence is done, press PAUSE again. The Recorder is now ready for the next item you want to tape (another Sequence from the Atari or a pre-recorded tape from the Sender VCR).

2) To record pre-recorded tape onto the Recorder, play the Sender (the Recorder VCR's RECORD function is set to PAUSE). The moment you see the first image of the segment you want to capture, release the PAUSE button on the Recorder unit. PAUSE again when the segment you want to tape is finished.

3) This is another option for recording the Sender's tape. Set the Recorder VCR to RECORD. Let a little blank tape run, then PAUSE the machine (it's still on RECORD). Play the Sender's Video until it gets to the beginning of the segment you want to capture, then hit PAUSE. By releasing both units' PAUSE buttons at the same time, the Sender machine begins playing at the same moment the Recorder begins recording. PAUSE the Recorder VCR again when the segment you want to tape is finished.

Editing Uideo Tapes

Using two machines lets you take several old video tapes, sprinkle in some Video Title Shop effects, and end up with a very nice montage.

Let's say you have hours of tapes from your child's first two birthdays. Mixed in with these charming memories are shots of the ceiling, your foot, the neighbors' cat, the backs of several heads, and so on. Using the Recorder VCR, you can combine several Sequences and only the best of your old video images. It's a good idea to outline how the finished Video will look before actually taping.

Example of Production Outline:
1)   Begin RECORD with Video Title Shop Birthday Sequence. (PAUSE)
2)   Picture of child's smiling face. (PAUSE)
3)   VTS Page, "The First Big Birthday." (PAUSE)
4)   The best shots from first birthday (Opening Grandma's gift, trying
       to blow out candles, etc.). (PAUSE)
5)   VTS Page, "The Second Big Birthday." (PAUSE)
6)   The best shots from second B.D. (shot of dog and child sharing cake,
       opening presents, etc.). (PAUSE)
7)   VTS Page: "The End." (stop RECORD)

The Business End Of Uideo Title Shop

Video Title Shop has many potential uses by businesses and organizations:

•   Real estate agencies (create an introduction showing several
     properties and use VTS to create Pages outlining prices, locations,
     footage, etc.);

•   Retail stores (use VTS for in-store video presentations that show
     off new products, special sales, etc.);

•   Financial companies (put VTS' graphics and text features to good
     use in illustrating investment trends and opportunities, interest
     projections, etc.);

•   Marketing/Sales Firms (use VTS to present monthly sales goals,
     new strategies, etc.);

•   And more!

Whether you're involved in Businesses, Multi-Media Productions, Clubs, Seminars, Job Training, Classroom Instruction, Demonstrations, or anything else that requires extra visual appeal, Video Title Shop can make your presentations shine!

Graphics Companion 1 includes 25 Canvases and 5 Canvas Borders that you can import directly to Video Titler or enhance first in MicroPainter™ Plus.

Note: Don't save changes on a Graphics Companion 1 disk! Make copies of all three sides of the disks and save your changes on the copies. Keep the originals in a safe place!

Loading Graphics Companion 1

Load Video Titler or MicroPainter Plus. Remove the program disk and insert a Graphics Companion 1 disk into the drive (with two drives, you can leave the program disk in Drive 1 and insert the Graphics Companion disk into Drive 2).

To load a Graphics Companion 1 Canvas or Border into Video Titler, press **CTRL L**, then ⬆️ or ⬇️ until you see *Canvas*. Press **RETURN** *twice*. Use ⬆️ or ⬇️ to select the file name of the picture you want to load. Press **RETURN**. Once the Canvas or Border is loaded, you can use it as a background for Video Titler Effects.

To load a Graphics Companion 1 Canvas or Border into MicroPainter Plus, press **L**. When prompted, type in the file name of the Canvas you want to load and press **RETURN**. Once the Canvas or Border is loaded, you can embellish it with MicroPainter Plus.

Don't forget to save your work!

Graphics Companion Files

The following pages show the names of the files on the Graphics Companion 1 disks, plus an illustration of the Canvas or Border you'll see when you load each file.
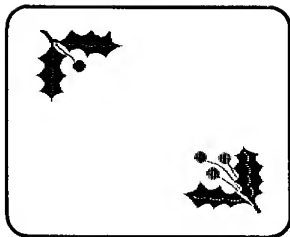
HOLLY
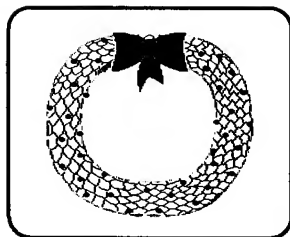
WREATH
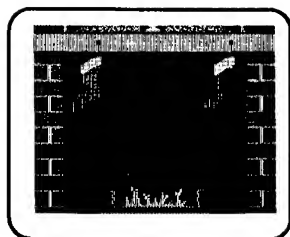
FIREPLAC
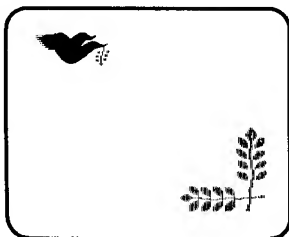
DOVE
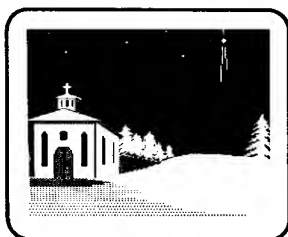
CHURCH
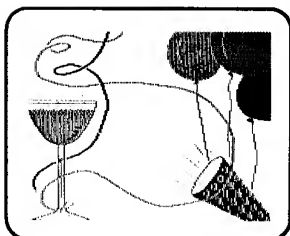
NEWYEARS

BUNNY
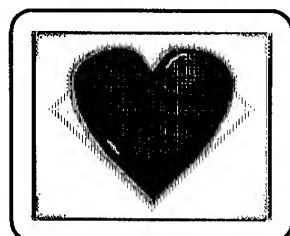
HEART

ARROW
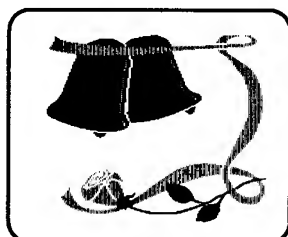
WEDBELLS
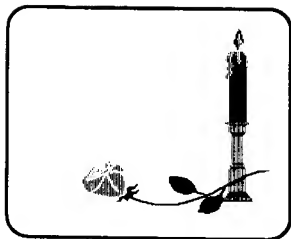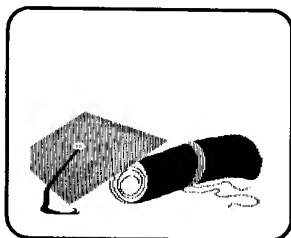
CANDLE

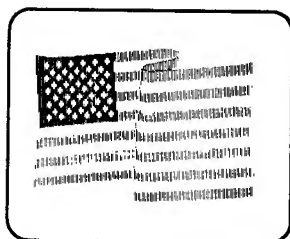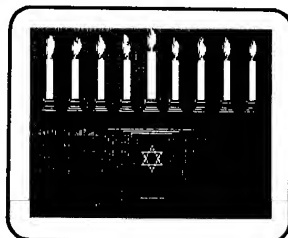

SCROLL
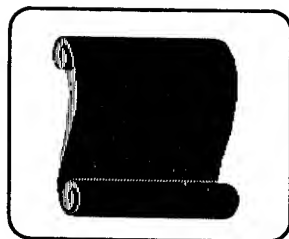
DIPLOMA
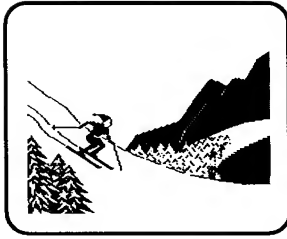

GRAD
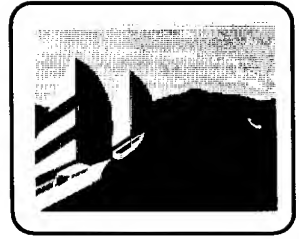

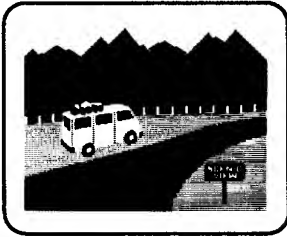
JULY4TH

FLAG

BLACKCAT

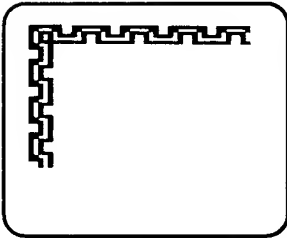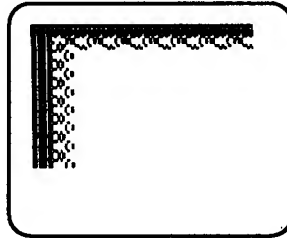

PUMPKIN

PLENTY

CHANUKAH

DISK TWO
SIDE ONE

BIRTHDAY

SKIING

SAILING

VAN

PLANE

BORDER1

BORDER2
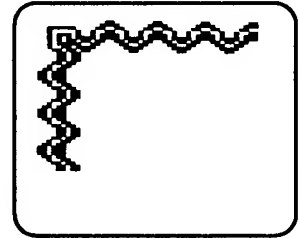
BORDER3

BORDER4

BORDER5

INDEX

Alpine Holiday

VCR   7:15

Alpine Holiday

Clement '87

Datasoft®

19808 Nordhoff Place, Chatsworth, CA 91311 / (818) 886-5922